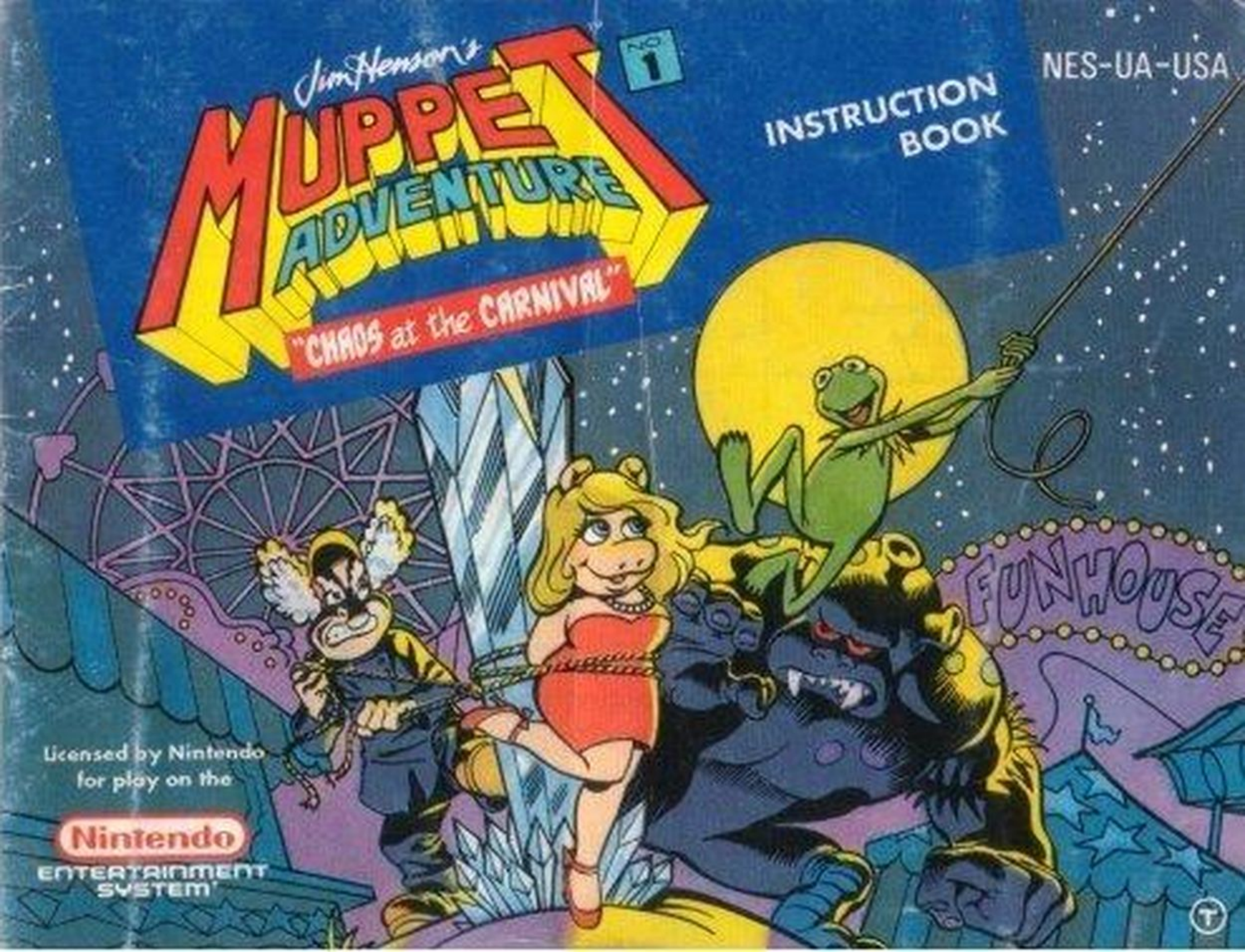
Jim Henson's
MUPPET ADVENTURE
NO 1
"CHAOS at the CARNIVAL"
INSTRUCTION BOOK
NES-UA-USA
FUNHOUSE
Licensed by Nintendo for play on the
Nintendo
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PRECAUTIONS

- This Game Pak is a precision device. It should be kept away from extreme temperatures. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol, or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System®.

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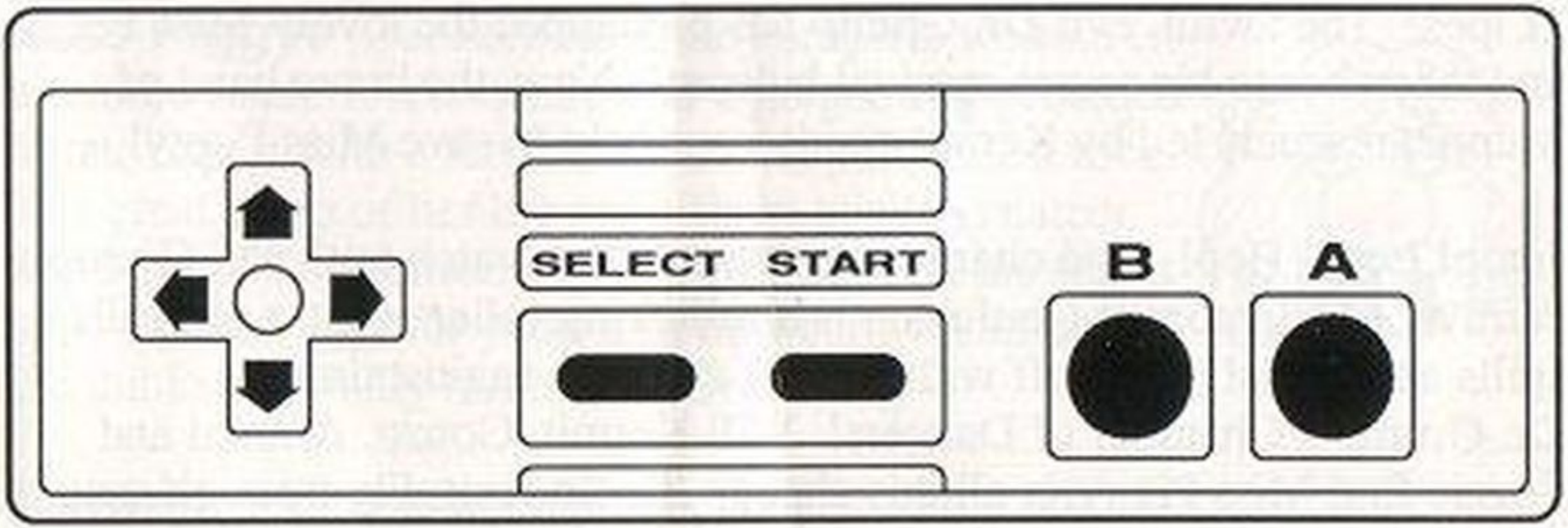
STARTING THE GAME

Welcome to Chaos at the Carnival. Please read this booklet for an explanation of how to play the game. Miss Piggy needs your help. If you're up to the challenge, let's begin.

- Insert the Game Pak into your Nintendo Entertainment System®.
- Turn on the power.
- Chaos at the Carnival appears.
- Press **START** to begin.

HOW TO USE THE CONTROLLER



The controller functions differ in each activity.
The functions are described in The Carnival Rides section of this manual.
Only controller 1 is used for this game.

MISS PIGGY PIGNAPPED! EVIL GRUMP SOUGHT! KERMIT TO THE RESCUE!

Yipes! The awful, evil Dr. Grump has pignapped the lovely Miss Piggy and taken her to his secret carnival hideout! Now, the brave band of Muppet rescuers led by Kermit needs your help to save Miss Piggy!

Jump! Leap! Hop! And charge into action! But watch out! Dr. Grump's carnival of Clamorous Confusion is a rollicking roller coaster of thrills, spills and chills! Blast off with Kermit and race against time in Dr. Grump's Chamber of Dangers! Will Kermit, Gonzo, Animal and Fozzie find Miss Piggy in all this chaos? To find out: Fly through space with Gonzo. Run through the fearsome Fun House maze with Fozzie. Race the crazy, crash car course with Animal. Navigate the raging river ride with Kermit to the ultimate challenge . . . unknown dangers, treacherous tunnels! And . . . Gasp! . . . The Cave of the Grumpasaurus!

MEET THE CHARACTERS

Miss Piggy: Our heroine is the complete woman … a femme fatale… a coquette and a gorgeously groomed karate expert with a left hook that can pulverize a rock. The great loves of her life are a show business career and a frog. The demonic Dr. Grump has had his sights set on Miss Piggy for years as a new carnival attraction. He thinks he finally has her captive…

Kermit: Manages to be urbane, boyish, witty and harassed at the same time, Kermit is a fine example of just how far a frog can go in show business. Even though our hero has his "problems" with Miss Piggy, he is more than willing to lead the band of rescuers. After all, what would his life be like without the fabulous Miss P? The Raging River Ride tempts his fate!

Fozzie Bear: The lovable, ear-wiggling comic who wants to be funny. His insecurities are enormous; and however good his intentions, his well-rehearsed routines always backfire. Those dogged barkers in the Fun House just love chasing him through the ice cream sodas of life.

Animal: A wild and uninhibited guy who wants what he wants and wants it now! His behavior may sometimes wreak havoc, but he is innocent at heart. He just likes to have lots of loud fun. The Crash Car Course is the perfect challenge for Animal.

The Great Gonzo: Hooked-nose Gonzo, is always striving for stardom; nothing is too risky or ridiculous when it comes to his repertoire of stupendous stunts. The Lost in Space Ride is perfect for this daredevil. Only Gonzo could muster the courage and reckless abandon to complete this space mission.

HOW TO PLAY

Starting the Game

The evil Dr. Grump and his monster, the Grumpasaurus, have kidnapped Miss Piggy. Kermit and his Muppet pals arrive on the carnival grounds to rescue her. Miss Piggy has left a trail of helpful hints – her personal possessions – that the Muppets can retrieve along the way. The rescuers split up to conquer the four diabolical carnival rides devised by Dr. Grump. Each Muppet must successfully complete his ride to obtain a key and help Kermit rise to Dr. Grump's final challenge. Once all four keys are in Kermit's possession, he can unlock Dr. Grump's cave and fight the ultimate battle to free Miss Piggy!

Press **START** to begin.

THE CARNIVAL RIDES

Use the up and down arrows on the Control Pad to cycle through the events.
Press **START** to enter the selected event.

Lost in Space Ride

To obtain his key, Gonzo must navigate through space, avoid obstacles, gather prizes and eventually destroy the evil space station. Space Dogs, an asteroid cave and satellites unite to keep Gonzo from completing his mission.

Use the Control Pad to change the direction of Gonzo's ship.
Press the **A** Button to turn on the ship's burner to move Gonzo.
Press the **B** Button to shoot at the enemy.

Tips: Learn to control the ship
Dock with the fuel canisters to restore Power.
Rescue Gonzo's love, Camilla, to earn more Rides.
Avoid satellites which seek Gonzo.
Watch out for shooting space dogs.

Amazing Ice Cream Maze

To obtain his key, Fozzie must find his way out of the mazes. Devilish Carnival Barkers chase Fozzie as he seeks to collect all of his prizes.

Press the arrow keys on the Control Pad to move .
Press the **B** Button to throw bones, banana peels and hearts at the Barkers.

Tips: Pick up important objects by walking over them.
Watch out for barkers, large and small.
Watch out for the moving walls.

Crash Car Course

To obtain his key, Animal must run the obstacle course. He must avoid the booby traps, oil slicks and rubber band bumpers. Only you can help him survive.

Use the Control Pad to steer Animal.
Press the A button to move Animal.

Tips: Run over the flags to earn points and restore Power.
Avoid the booby traps, oil slicks and rubber band bumpers.

The Raging River Ride

To obtain his key, Kermit must propel his boat down the raging river. Rapids ebb and flow and rise and fall to keep him afloat. The rocks and the shoreline change as Kermit valiantly tries to locate Miss Piggy.

Use the left arrow and right arrow keys on the Control Pad to steer Kermit.
Use the up and down arrow keys on the Control Pad to speed up and slow down Kermit.

Tips: Avoid rocks and moving logs.
Watch out for dead ends.
Catch periscopes to restore Power.
Catch buoys to earn additional Rides.

The Grumpasaurus Cave

Once Kermit and his pals earn all four keys, Kermit enters the Grumpasaurus' Cave prepared to meet the evil Grumpasaurus. But Kermit finds himself all alone on a sandy beach with a menacing stone wall. How should Kermit proceed? Once you decide, don't give up! The enemies will be tough, but Miss Piggy is counting on you.

Press the right arrow on the Control Pad to move Kermit forward.
Press the up and down arrows on the Control Pad together with the **A** Button to thrust Kermit's feather.
Press the **B** Button to jump.

Tips: Watch out for spouting volcanoes, bugs, bats and barkers.
Collect Miss Piggy's possessions to earn more Rides.
Tickle the Grumpasaurus and knock him off his perch.

NOW WHAT?

Kermit has defeated the Grumpasaurus and now only the evil Dr. Grump stands in Kermit's way. Ahhh... there's Miss Piggy still in Dr. Grump's clutches.

Is Kermit up to the final battle? Only you can determine the outcome. Good Luck! And happy dueling.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that this Hi Tech Expressions Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. To receive this warranty:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-9703. Our Customer Service Department is in operation from 1:00 P.M. to 5:00 P.M. Eastern Standard Time, Mon.-Thurs. and 9:00 A.M. to 1:00 P.M., Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS
Attn: Nintendo Customer Service Department
584 Broadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option. This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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EXPRESSIONS

584 Broadway
New York, NY 10012

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